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Nintendo

SIMON & TOYS CO., LTD.
Rm. 1005, Park In Comm. Centre, 56 Dundas St., Mongkok, H.K. PRINTED IN JAPAN

HONG KONG VERSION

NES-PT-HKG

Mike Tyson's PUNCH-OUT!!™

INSTRUCTION BOOKLET

SPORTS SERIES

SERVICE CENTRE

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Address: Rm. 1005, Park In Comm. Centre, 56 Dundas St., Mongkok, H.K.

SIMON & TOYS CO., LTD.

Thank you for selecting the Nintendo Entertainment System™ Mike Tyson's Punch-Out!!™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Little Mac: A 17-year-old fighter from the Bronx in New York. He loves nothing better than a tough challenge.

Doc Louis: An ex-heavyweight who was a famous hard hitter in the U.S. around 1954.

It all began one day when Little Mac and Doc Louis met by chance. Doc became Mac's trainer, teaching him everything there is to know about boxing. Doc and Mac's story continues over a seemingly endless path, until one day a champion is born.

Doc Louis Little Mac

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Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

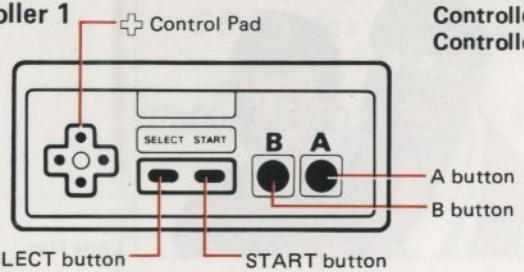
1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

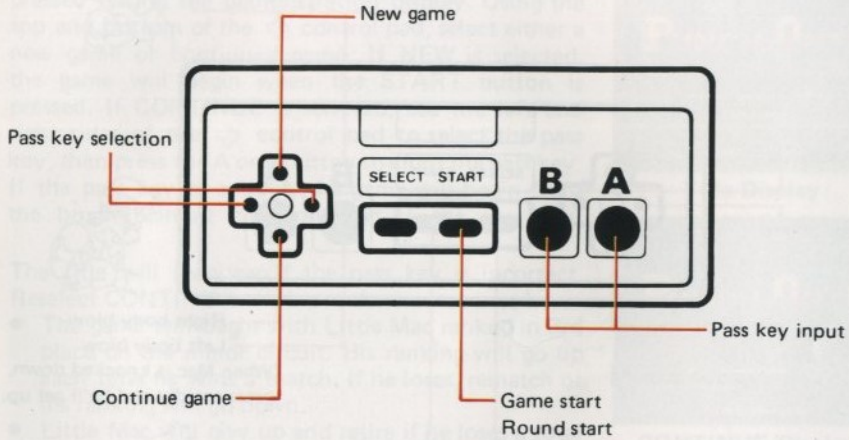
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1

Controller 1 – Used for all games
Controller 2 – Not used

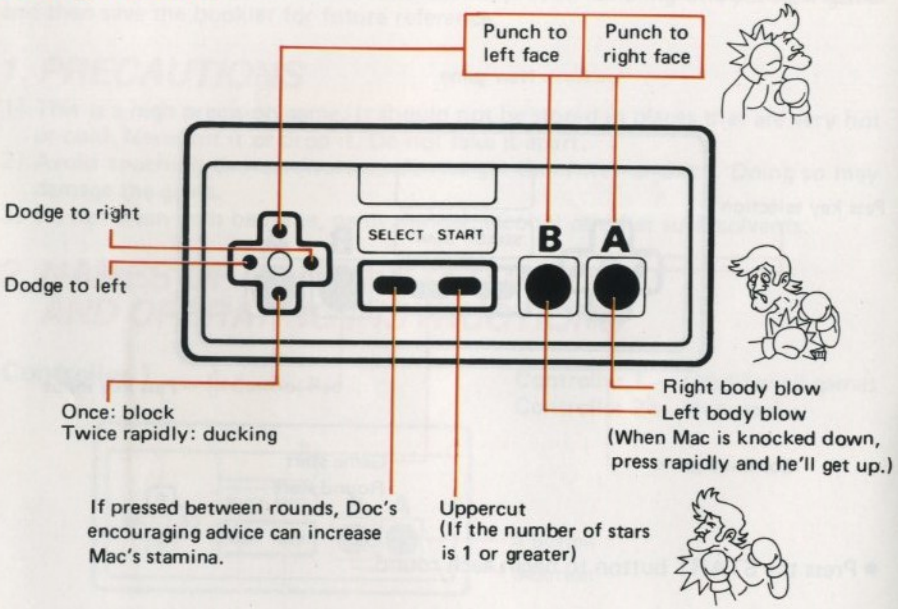


Before the Game



- Press the START button to begin each round.

During the Game



3. HOW TO PLAY

The title will appear when the START button is pressed during the demonstration display. Using the top and bottom of the ✚ control pad, select either a new game or continued game. If NEW is selected, the game will begin when the START button is pressed. If CONTINUE is selected, use the left and right sides of the ✚ control pad to select the pass key, then press the A or B button to input the pass key. If the pass key is correct, the game will begin from the boxing circuit corresponding to the pass key.

Title Display

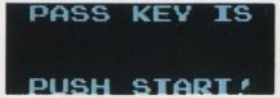
The title will reappear if the pass key is incorrect. Reselect CONTINUE and input the correct pass key.

- The game will begin with Little Mac ranked in 3rd place on the minor circuit. His ranking will go up each time he wins a match. If he loses, rematch or his ranking will go down.
- Little Mac will give up and retire if he loses a total of three matches.
- The World Video Boxing Association's (WVBA) circuits begin with the minor circuit and continue through the major circuit and the world circuit.

CONTINUE Display

Pass Keys

- Pass keys will be displayed when Little Mac becomes the champion of the minor circuit and the major circuit. Write down the pass key when it appears. These pass keys can be input to begin the game from the bottom ranking in the major or world circuit, even when the game has been turned off before proceeding.



Pass Key Display

- Little Mac's match record and circuit level are saved with the pass key until he becomes circuit champion.

WVBA Rules

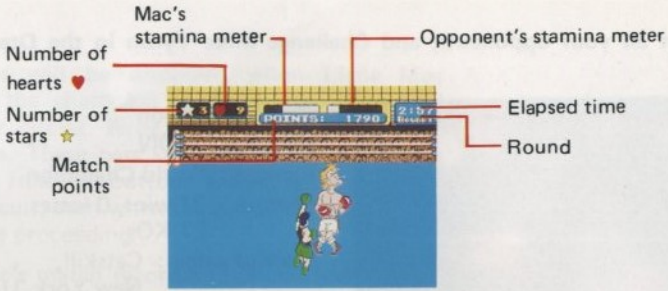
- A match consists of three rounds, each of which is three minutes long.
- A boxer is knocked out (KO) if he does not get up within a count of 10 after being knocked down.
- A technical knockout (TKO) is scored if a boxer goes down three times in one round.
- The referee determines the winner according to match points if time runs out in the 3rd round. (Watch out for unfair "hometown decisions" against Little Mac.)

"Defeat all your opponents, and Challenge Mike Tyson in the Dream Fight!!"

World Champion
MIKE TYSON

Ranking: World Champion
Record: 31 wins, 0 losses, 27 KOs
Place of origin: Catskill, New York, U.S.A.
Age: 21
Weight: 220 lbs

(9.1.1987)



♥ Hearts (Mac's fighting spirit):

Little Mac can punch whenever he has one or more hearts. He will lose a heart each time his opponent blocks or dodges out of the way of one of his punches, and will lose three hearts if he is punched by his opponent. When the number of hearts goes to zero, Little Mac is too tired to punch (he will change color), and must avoid punches by dodging or ducking to gain hearts.

☆ Stars:

The number of stars is the number of uppercuts that Little Mac can use. When he scores with an effective punch, a star will appear on his opponent's head and the number of stars will increase by one. Little Mac will lose one star if punched by his opponent and will lose all of his stars if he gets knocked down. The maximum number of stars is three.

Stamina Meters ▬□:

These meters show how much stamina Little Mac and his opponent have left. Stamina will drop when a boxer is punched. A boxer will go down if his stamina drops to zero; his stamina will recover when he gets back up (although the amount of recovery depends on the count on which he gets back up).

Once in each match Little Mac can receive advice from his trainer Doc and get a stamina boost if the SELECT button is pressed during an interval.

Match Points:

Match points are won when Little Mac punches his opponent. Uppercuts and effective punches win the greatest number of match points.

Elapsed Time:

Shows the lapsed time for the current round.

Round:

Shows the number of the current round.

Screen display before fight

Mac's Statistics

Little Mac's match record
Wins - Losses KOs

Circuit name

Little Mac's ranking

Opponent's Statistics

Opponent's ranking

Opponent's name

Opponent's record

Place of origin

Age

Weight in pounds

Screen display between rounds

Doc and Mac's dialogue

Opponent's dialogue

This dialogue may be a helpful hint to winning the match!

4. LITTLE MAC'S OPPONENTS

France's Glass Jaw
GLASS JOE

Ranking: Minor circuit, 2nd
Record: 1 win, 99 losses, 1 KO
Place of origin: Paris, France
Age: 38
Weight: 110 lbs

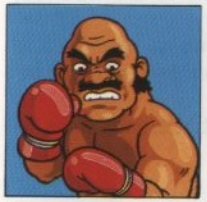
The German Steel Machine
VON KAISER

Ranking: Minor circuit, top
Record: 23 wins, 13 losses, 10 KOs
Place of origin: Berlin, West Germany
Age: 42
Weight: 144 lbs

Tropical Chief
KING HIPPO

Ranking: Major circuit, 2nd
Record: 18 wins, 9 losses, 18 KOs
Place of origin: South Pacific, Hippo Islands
Age: ??
Weight: ???

King Hippo's weak point: His body; you can knock him out with body punches if you can make him drop his guard.



The Reckless Bald Bull
BALD BULL

Ranking: Major circuit, Champion
Record: 34 wins, 4 losses, 29 KOs
Place of origin: Istanbul, Turkey
Age: 36
Weight: 298 lbs

You'll also meet a bunch of other hard-punching veterans in the ring, including **Piston Honda, Don Flamenco, Great Tiger, Mr. Sandman, Soda Popinski,** and **Super Macho Man.** Are you tough enough to go to the top and face **World Champion Mike Tyson?**

Basic Technique

1. More of your punches will reach the opponent if you aim where he's not guarding.
2. Little Mac won't be able to punch when he's tired (when he has no hearts), and his opponent will immediately start punching. Dodge his punches and recover hearts.
3. Little Mac's left punch is a little faster than his right, but it's not quite as strong.

Winning Technique

1. Dodge opponent's punches and then punch back immediately. You'll startle your opponent (his face will show it). This is your chance —— punch furiously and you should score.
2. If your opponent comes up on the count of 1 after you've knocked him down, go with an uppercut for a sure knock-down.
3. During an interval: Use the advice of trainer Doc Louis to your best advantage.

MEMO

MEMO